

# LISTing Newsletter

Newsletter of the Long Island  
Sinclair/Timex Users Group

OCTOBER 1955

NEXT MEETING  
OCTOBER 15  
2:00 P.M.



MIKEY !

FRED STERN WHERE ARE YOU?

THE ZX81 MAVEN HAS RELOCATED TO FLORIDA BUT WE DO NOT KNOW HIS CURRENT ADDRESS OR TELEPHONE NUMBER. HOPEFULLY THE U.S. POSTAL SERVICE WILL TRACK HIM DOWN WITH THE FORWARDED MAIL.

MICHAEL STERN IS ALSO ON THE MOST WANTED LIST. THIS PRETEEN HACKER HAS CONTRIBUTED MANY A PROGRAM TO OUR NEWSLETTER AND HIS INPUT IS SORELY MISSED.

ANYONE SIGHTING EITHER ONE OF THE INFAMOUS "STERN GANG" NOTIFY THE EDITOR IMMEDIATELY. USE CAUTION AND DO NOT TRY TO INTERVENE IN THEIR APPREHENSION AS THEY ARE BOTH ARMED WITH TS1000'S AND A FULL COMPLEMENT OF PROGRAMS. WE ARE ALL AWARE OF THE FACT THAT ANYONE STILL SO INVOLVED WITH ZX81/TS1000 COMPUTERS HAS TO BE MORE THAN A LITTLE UNSTABLE.

## *Listing Policy*

*Annual Dues \$16.00*

One "sample" copy sent upon receipt of Business size SASE. Copies provided on EXCHANGE BASIS with other bona fide user groups. LISTing is published monthly except July and August by LIST (Long Island Sinclair Timex) Group, a not for profit user group.

We are always looking for articles, programs, reviews etc. to keep our members informed and entertained. You maintain full credit and copyright.

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# LONG ISLAND GROUP

## SINCLAIR TIMEX

NOTES ABOUT OUR INCOMING  
CORRESPONDENCE:

AS WE HAVE ALWAYS SURMISED, THE SINCLAIR COMMUNITY IS STILL VERY ACTIVE IN EUROPE. THIS IS EVIDENCED BY THE MAIL THAT WE RECEIVE EVERY MONTH FROM THE OTHER SIDE.

ONE OF THE MOST PROFESSIONAL LETTERS WAS FROM PETER LIEBERT-ADELT IN BRAUNSCHWEIG, GERMANY. HIS LETTER IS REPRINTED IN OUR NEWSLETTER SO THAT USA TIMEX USERS CAN SEE THE SORT OF WORK STILL BEING DONE ON A SMALL COMPUTER.

THE MINI-ISSUE THAT PETER MAKES REFERENCE TO IS ONLY 4" X 6" IN DIMENSION AND OF COURSE IS IN GERMAN. I WAS ABLE TO READ SOME OF IT DUE TO MY KNOWLEDGE OF YIDDISH AND OLD SID CEASER SKETCHES.

HAVE YOU EVER TRIED TO READ A GREATLY REDUCED COPY OF A GERMAN TECHNICAL ARTICLE THAT HAS SENTENCES LIKE: "DAS KANN DURCH DIE IMMER STARKER WERDENDE VERPLFLECHTUNG (MEHRFACHMITGLIEDSCHAFTEN!) JA NICHT SO SCHWER SEIN."

ON THE OTHER END OF THE SPECTRUM (NO FUN INTENDED) IS THE LETTER FROM ALEC CARSWEL OF SCOTLAND. HE IS OFFERING SPECTRUM ADVENTURE GAMES AND UTILITIES.

IN THE MIDDLE IS CORRESPONDENCE THAT IS CONTINUING WITH LEO MOLL OF DELFT, THE NETHERLANDS. HIS LETTER IS ALSO REPRINTED IN HOPES THAT SOMEONE OUT THERE CAN HELP HIM LOCATE THE PROGRAMS THAT HE IS LOOKING FOR. L.S.T. HAS NO OBJECTION TO ANY OTHER USA USER GROUP CORRESPONDING WITH THE ABOVE MENTIONED TIMEX/SINCLAIR ENTHUSIASTS.

### L.I.S.T. OFFICERS

PRES.	HARVEY RAIT
VICE PRES.	BOB GILDER
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PUBLISHER	BOB GILDER
LIBRARIAN	TOM SKAPINSKY
TREASURER	BOB MALLOY

PLEASE SEND ALL INQUIRIES AND SUBMISSIONS (INCLUDING DUES)

TO: L.I.S.T.

HARVEY RAIT  
5 PERI LANE  
VALLEY STREAM, N.Y. 11581

### MINUTES OF THE SEPTEMBER MEETING:

1:45 PM, 1:46 PM, RIGHT THROUGH  
4:05 PM.  
JUST A LITTLE JOKE.

THE MEETING ACTUALLY STARTED AT 1:45 PM AND WE READ NEW CORRESPONDENCE AND HAD REPORTS FROM OUR TREASURER AND SECRETARY.

THE NEXT MEETING WAS SCHEDULED FOR THE THIRD SUNDAY OF OCTOBER DUE TO THE COLUMBUS DAY WEEKEND.

### PICKLES



## QL CORNER

I've noticed in the latest issue of IQLR there are two additional QL software suppliers in the UK. Computer Consulting/Services, Mr. Bruce Nicholls, 57 Shaftesbury Road, Romford, Essex RM1 2QJ, UK. Tel/Fax: (01708) 755759. Their software categories are: Graphics, Text, Utilities, Games/Simulation, Programming and Miscellaneous. Call or write for a more comprehensive catalog.

The second supplier is Q Branch, P. O. Box 7, Portslade, East Sussex BN41 2ND, UK. Telephone 01273-386030; Fax 01273-381577 UK Code (44). Send a SASE plus one International Reply Coupon (from any US Post Office) for their catalog.

A new QL Keyboard Interface has been developed by DiRen, 59 Williams Street, Walsall, WS4 2AX, UK. I have ordered two of them through IQLR at \$52.00 each. If ordering directly from the manufacturer, the price is '32.50 each. The size of the KB Interface is no longer than the 8049 IC which will be stored on this interface. The width of the I/F is approximately twice the width of the 8049 IC. Home, end, delete, backspace keys are just a few of the keys automatically translated to QL standard formats. SYSREQ = Ctrl/C, Scroll Lock =Ctrl/F5 and Numberlock.

I am patiently waiting for my Super Hermes Interface. It is my understanding that the final code has been developed ( hopefully it has been tested) and will have been programmed on to the IC. The Super Hermes features a working serial input, existing keyboard interface, improved and debounced, key click, independent ser1 and ser2 input plus full 19200 baud on Ser1 and Ser2. Available from TF Services, Holly Corner, Priory Road, Chavcy Down, ASCOT, Berks, SL5 8RL UK. Tel: (+44) 1344-890986 Fax and BBS: (+44) 1344-890987.

Before ordering from any UK supplier, perhaps you should contact Mechanical Affinity c/o Frank Davis, 513 East Main Street, Peru, Indiana 46970. Tel: 317- 473-8031. Frank can probably get it for you if he does not have it in stock. This saves on purchasing Pounds Sterling from a local bank!

I have been browsing through some of my early QL SuperBASIC programs and I thought perhaps that this particular program would be of interest to our readers. When the listing has been typed, enter prog and <ENTER>. A black QL will be drawn on the screen, blinks the microdrive lights and recolors the QL several times. The screens and a large character bulletin board appears on the screen with the LIST Meeting location and meeting date. A PAUSE 500 sets the delay for the LIST display and goes into drawing the QL again.

If any LIST member would like the program on disk, send me \$1.00 for a disk and postage. Please advise me whether you require a 3.5" or 5.25 " diskette.

```
100 REMark GRAPHICql - QUANTA newsletter Vol 2, #2, March 1985
110 REMark Author - AWl den Hartog, The Netherlands
120 REMark To change meeting date, EDIT line 580
130 REPEAT p:prog:END REPEAT p
140 DEFINE PROCEDURE prog
150 WINDOW 512,256,0,0: SCALE 35,-2,0: PAPER 0: INK 0: CSIZE 0,0: CLS
160 BLOCK 511,255,0,0,4: INK 0
170 FILL 1:LINE 0,10 TO 47,10 TO 47,24 TO 0,24 TO 0,10: FILL 0
180 FILL 1: INK 7,0,1: LINE 46,11 TO 48,11 TO 48,23 TO 46,23 TO 46,11: FILL 0
190 y1=23.7: y2=24: INK 4
200 FOR x=34 TO 45 STEP .5
```

```

210 FILL 1: LINE x,y1 TO x+.25,y1 TO x+.25,y2 TO x,y2 TO x,y1: FILL 0
220 END FOR x
230 INK 7
240 FOR y=11 TO 23 STEP 2
250 LINE 0,y TO 46,y
260 END FOR y
270 LINE 1,11 TO 1,21: LINE 3,11 TO 3,21
280 LINE 3.5,11 TO 3.5,21: LINE 33.5,10 TO 33.5,23
290 LINE 32.5,11 TO 32.5,19
300 x=1
310 FOR y=11 TO 19 STEP 2:t
320 x1=3.5: x2=32.5: y=19:rij
330 x1=6.5: x2=29.5:y=17:rij
340 INK 0: LINE 30.5,17 TO 32.5,17: INK 7
350 x1=6.9: x2=27.9:y=15:rij
360 x1=7.9: x2=25.9: y=13:rij
370 x1=6.9: x2=8.9: y=11:rij
380 x1=24.9: x2=26.9:rij
390 l=3.5: x=3.5: y=15:lt: y=11:lt: x=29:lt
400 l=4.5: x=3.5: y=13:lt: x=28:lt
410 l=3: x=3.5: y=17:lt
420 ARC 31.2,15.3 TO 32.2,16,1.8: ARC 29.6,15.3 TO 29.6,16.7,-2
430 ARC 30.8,18 TO 32.2,18,-3: LINE 29.6,15.3 TO 31.2,15.3
440 LINE 29.6,16.7 TO 30.8,16.7 TO 30.8,18: LINE 32.2,16 TO 32.2,18
450 AT 9,5: PRINT"SINCLAIR": AT 15,76: PRINT"QL"
460 BLOCK 3,5,30,177,7
470 BLOCK 38,5,370,176,7,0,1: BLOCK 38,5,430,176,7,0,1
480 FOR x=1 TO 5
490 BLOCK 3,5,360,177,7: BLOCK 3,5,420,177,0: PAUSE 20
500 BLOCK 3,5,360,177,0: BLOCK 3,5,420,177,7: PAUSE 20
510 END FOR x
520 FOR x=1 TO 4: RECOL 7,0,0,0,0,0,0,0
530 PAPER 0: INK 7: CSIZE 3,1: CLS: PRINT"\\" LONG ISLAND"
540 PRINT" TIMEX SINCLAIR"
550 PRINT" USERS GROUP"
560 PRINT" 5 PERI LANE"
570 PRINT" VALLEY STREAM, N. Y."
580 PRINT" APRIL 9th, 1989"
590 PAUSE 500
600 END DEFine prog
610 DEFine PROCEDURE rij
620 LINE x1,y TO x1,y + 2
630 FOR x=x1 TO x2 STEP 2
640 t
650 LINE x + 2,y TO x + 2,y + 2
660 END FOR x
670 END DEFine rij
680 DEFine PROCEDURE t
690 ARC x + .6,y + 1.6 TO x + 1.4,y + 1.6,5.1
700 LINE x + .6,y + 1.6 TO x + 1.4,y + 1.6
710 END DEFine t
720 DEFine PROCEDURE lt
730 LINE x + .6,y + .3 TO x + 1 - .6,y + .3
740 LINE x + .6,y + 1.7 TO x + 1 - .6,y + 1.7
750 ARC x + .6,y + .3 TO x + .6,y + 1.7,-2
760 ARC x + 1 - .6,y + .3 TO x + 1 - .6,y + 1.7,2
770 END DEFine lt

```

See you next month...Bob Gilder



Peter Liebert-Adelt  
Luetzowstrasse 3  
D-38102 Braunschweig  
Germany

25.09.95

Amateurradio: DK4BF @ DKØMAV.#NDS.DEU.EU  
e-mail: liebert@gsse.sni.de

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**Long Island  
Sinclair-Timex Group  
5 Peri Lane  
Valley Stream, NY 11581**

Dear Sinclair friends!

In the internet news group *comp.sys.sinclair* I found the informaton, that you are running a SINCLAIR-TIMEX user group.

I am a member of the german ZX-TEAM, the last ZX81 user group in Germany, founded first in 1991!!! We have about 73 members and we edit a bimonthly magazine, the ZX-TEAM-MAGAZIN, 25 issues until today. Our active members ~~are~~ almost hardware orientated.

Some of our developments are:

- floppy disk interface (two different solutions)
- stepper motor control for robotics
- memory as much as you like, up to one mega byte
- colour-module from LAMBDA adapted to ZX81
- ZX81-mailbox
- and a lot of smaller projects

Some of our members are working to develop a harddisc drive and LCD-screen.

I would like to hear about your doings, do you edit a magazine? Please send information about your work. Perhaps we could share information.

I enclose a "mini issue" of our ZX-TEAM-MAGAZIN. It is in german of course, but so you we be able to see what we are doing. The original issue is twice as big (A5) and has 28 pages. Our dutch member Martin van der Zwan intends to publish translations in his INTERNATIONAL ZX81 MAGAZINE.

I also enclose 2 IRC for your answer( I hope it will be enough).

Thank you very much for reading my letter. I look forward to hearing from you.

yours sinclairly

*[Handwritten signature]*

5

P.S.: please excuse my bad english, I had to reactivate it for my ZX81 activities 25 years after leaving school.

August. 4, 1995

To: Mr. Harvey Keit

I have received the magazines last week. Thank you!  
I have found in the magazines interest things.  
and I have several questions.

So if you can help me write me back, please!

Can you help me for a photocopy of The HUNTER  
Board described in july/aug 1983 in Radio Electronics

Did you have old numbers over of SUM The Sinclair  
Times Users Magazine?

Do you have copies of WEYMIL CORP. programs for the ZX81  
Times 1000

like KRUNCHER, NOVA 1000 (Multi-tasking on the  
TS1000)? or where can I sell it?

Also ~~have~~ do you have EPROM cartridge for TS1000?

I have received now from you

Time Design Vol 3 and Vol 4 no. 1

Do you have more magazines for me?

Can you send me list what items you  
have, which you want to sell?

Do you have the "ZX81 Learning Lab"? (contains 10 cassettes  
+ book) BASIC

If not I can send you the big map to you

If you are interested in ZX81 products

Till next letter, I hope.

Sincerely

Leo Moll

LEO MOLL

VAN ALMONDESTR 146  
2614 GB DELFT  
THE NETHERLANDS

# MOTIVATION ORDER FORM - JULY/AUGUST

PRICE QUANTITY COST

TITLE	PRICE	QUANTITY	COST
S-A Not The Lord Of The Rings	1.99		
S-A Prehistoric Adventure	3.99		
S-A A Shadow On Glass	1.99		
S-A Dreamare	2.99		
S-A The Haunting	2.50		
S-A Deadly Silence	2.99		
S-A Moon Magic	1.99		
S-M Formula 1	1.50		
S-T Deathdroid I	1.50		
S-T Cell Runner (Deathdroid II)	1.99		
S-T The Unseen	2.50		
S-T The Vamp	1.50		
S-T Soccer Manager			

Total:-

## DOUBLE PACKS

S-A Not The Lord Of The Rings & The Haunting	3.99
S-A Deadly Silence & Dreamare	4.99
S-A Moon Magic & A Shadow On Glass	2.99

## COMPILATIONS

S-A The Elven Trilogy	5.99
S-A The Psychedelic Trilogy	3.99

OR BOTH OF THE ABOVE FOR ONLY 8.99!!  
Also, if you buy any of the above 2 trilogies then you can get Prehistoric Adventure for only 2.99!!!

## UTILITIES

E Notepad 1.0 (WP), PROWRITER (Notepad 2.1), DIRMAN	4.99
(Prowriter is 512K only)	

## MAGAZINES/FANZINES

S-A What Now? Back issues (1-8)	5.00
S-A Newsweek Back issues (1-2)	8.00
S-A Newsweek 6 Issue Subscription	10.00
E Edition Back Issues (1-3) (Plus Extreme Zero FREE!!)	10.00
S-E Bitbyte Back issues (1-6)	10.00
E Extreme Back Issues (0-2)	4.00
E Extreme 6 Issue Subscription	4.00

SINCE ISSUES £1.75 Total:-

S-Spectrum, A-Adventure, E-Elite, \*Out Soon, T-Strategy, M-Management.

Spectrum software is tape only.  
The tapezines and diskzines are irregular and are made available when enough contributions have been sent in.

Please send orders to: Alec Carswell, **MOTIVATION**, 16 Montgomery Avenue, Beith, Ayrshire, KA15 1EL  
And make all Cheques, Postal orders and Eurocheques payable to: **Alec Carswell**

# MOTIVATION

THE NEW NAME IN SAM COUPE SOFTWARE  
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EDITION 1	£4.00	OR ALL 3 EDITIONS
EDITION 2	£4.00	FOR ONLY £10.00
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		'EXTREME' (ISSUE ZERO)

The Edition Trilogy of disks are packed, full with loads of good, addictive & playable games, demos plus amazing utilities and if bought with *Extreme* you'll also enjoy many scarce (and some never released) programs!

*Extreme* issue 0 on its own costs only £1.50.

**So don't delay, post today!**

We are looking for contributors that are willing to send us *exclusive* programs to be featured in future issues of *Extreme*. We can't promise you any payment (yet!) but we will send you a free copy of every issue of *Extreme* that your program appears in. (And possibly money once *Extreme* has established itself as a reasonably good magazine).

We want to act as an outlet where we can put new Sam Coupe owners in touch with other Sam owners and organisations. We also want to make sure that the Sam gets the software it deserves and if you've written any good software then we will help you to get it published.

**We are also now selling NEW Elite utilities!**

Please send your orders and contributions to this address:  
Alec Carswell, **MOTIVATION**, 16 Montgomery Avenue, Beith, Ayrshire, KA15 1EL  
And make all cheques, p.o's and Eurocheques payable to: **Alec Carswell**

SCOTLAND

**"CHARGE ACCOUNT BARGRAPH"**  
TS1000 or TS 2068  
By Bob Woish

Like many other modern consumers, the plastic money in my pocket sometimes spends a little easier than I would like it to. And when the bills come in, the balances are invariably higher than what I remember spending. Those charges add up fast! Fortunately, though, this gives me an excuse to write another ZX/TS Home Applications program - a monthly charge account monitor/bar graph designed to provide incentive to reduce those balances month by month, and watch the graph lines grow shorter.

The program accommodates amounts up to \$999.00. This figure can be adjusted if needed by changing the digits in line 37 and the plot formulas in lines 170 and 175. It graphs your balances horizontally and prints the dollar amounts numerically in the far right-hand column for each to twelve months. A separate graph can be made for each account.

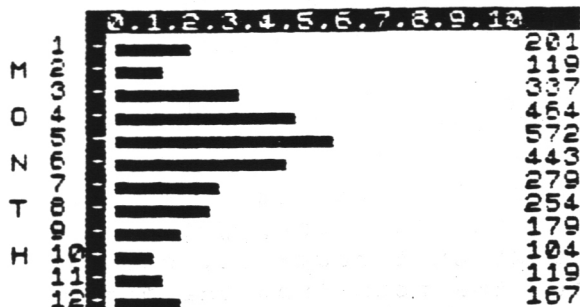
Lines 140-200 are the heart of the program and are particularly interesting. Lines 140 and 150 call out three letters at a time for MS (in line 110) and print them at the appropriate times. Line 140 not only controls the number of passes through the FOR 0 NEXT loop but also specifies the month for which data is being processed - thus performing two functions simultaneously. Lines 170 and 175 control the length of the graph bars, while lines 190 and 195 control the screen lines to be graphed and to hold numeric dollar amounts.

Of course, the program could be useful for other purposes also. By changing the print statements in lines 10 and 36, it could be used in small business for monitoring monthly expense accounts, new customers per month, total sales, almost anything. A bar graph makes numbers more tangible.

CHARGE ACCOUNT BALANCES

WOISH/E DEPT. STORE 1985

BALANCE ON ACCOUNT



## TS 1000 VERSION

```

1 REM CHARGE ACCOUNT
2 REM BY R.E.WOISH - 1/30/84
10 PRINT "CHARGE ACCOUNT BALAN
CES BY MONTH"
20 PRINT AT 2,0;"ENTER YEAR"
24 INPUT Y
26 PRINT AT 2,28;Y
28 PRINT AT 2,0;"ACCOUNT NAME
?"
30 INPUT N$
32 PRINT AT 2,0;"
"
34 PRINT AT 2,0;N$
36 PRINT AT 4,8;"BALANCE ON AC
COUNT:"
37 PRINT "
"
38 LET A$="MONTH"
40 FOR A=8 TO 16 STEP 2
50 PRINT AT A,1;A$(1)
60 LET A$=A$(2 TO )
70 NEXT A
75 FOR A=7 TO 18
80 PRINT AT A,6;"
"
85 NEXT A
90 FOR A=1 TO 12
95 PRINT AT A+6,4;A
99 NEXT A
100 LET L=28
105 LET K=7
110 LET M$="JANFEBMARAPRMYJUNJ
ULAUGSEPOCTNOVDEC"
140 FOR X=1 TO 34 STEP 3
150 PRINT AT 20,0;"ENTER BALANC
E AS OF ";M$(X TO X+2)
160 INPUT B
170 FOR D=1 TO B/12.5
175 PLOT 14+D/2,L
180 NEXT D
185 PRINT AT K,29;B
190 LET L=L-2
195 LET K=K+1
200 NEXT X
210 PRINT AT 20,0;"FOR HARD COP
Y HIT ""C""
"
220 INPUT C$
230 IF C$="C" THEN GO TO 250
240 STOP
250 PRINT AT 20,0;"SAVE FOR FUT
URE REFERENCE"
260 IF C$="C" THEN COPY

```

## FOR THE TS 2068

Change line 175 to

175 PLOT 56+2\*D,L\*4

Way back in time when the big attraction for the Timex was to play games, a host of British magazines spewed forth new game reviews. I read them because interspaced with the game playing hype were articles of a more serious nature dealing with the interconnections, problems and understanding of our operating system. There seems to be so much less of game playing available as we matured (read aged). For the TS2068 and its sister Spectrum many programs came down the pike. One that I recently took a look at was Smuggler's Cove put out by the Quicksilver company. I have played it many times in the past and recall giving up at a certain point when I apparently hit an impasse. That is until I ran across a 'cheat sheet' that enabled me to reach a conclusion. This is what I share with you now.

#### SMUGGLER'S COVE 'CHEAT SHEET'

Initially you seem to be trapped in the upper caves by an impassable trench at one point, and a barrier at the other. To escape you need a ladder to span the trench. The tunnels are dark, so you need a torch, so GET/TAKE etc. TORCH, and LIGHT TORCH. At any position, use LOOK to see objects there, or INV to see what objects you are carrying. You obtain the ladder as follows:

Go to Trench position and SEARCH GRAVEL. Take the barrel, and go to where the stream flows past, where there are some monster munchies. Use FLOAT MUNCHIES (this is the only way of getting the munchies into the lower levels, essential for later on, although not relevant to getting across the trench). Go to where the waterfall is; TAKE the HAMMER and use it to SMASH BARREL WITH HAMMER. TAKE ROPE and THROW ROPE. TAKE SHOES and WEAR SHOES. You can now climb to the ledge in safety. CLIMB ROPE or U for up. N, E, S, W, U, D are all accepted as short commands. The ladder will fall to the floor if you try to take it, so go 'D' and TAKE the LADDER. Retain hold of the hammer, as this is needed later. Go back to the trench location, and PUT LADDER OVER TRENCH, or DROP LADDER. You can now continue SOUTH.

The next step is to get through the earth barrier: You can only do this by going down to the lower levels through the pothole using D. At the bottom is a clue for later use. Go N to the lake, where there is a key and where the munchies should be floating. You can get the key by ENTER LAKE, or simply GET/TAKE KEY. With the munchies there you are safe from the monsters. Return SOUTH, go EAST to the two rooms. The one to the south is a booby trap. It contains a useless bit of parchment, and you can get killed trying to get in. The north room has the spade you will need to get through the barrier. HIT/SMASH PADLOCK with HAMMER will get the spade, then return south. Go EAST past the stone slab to the altar. The candle is a lever which will make the altar slide back. Continue EAST and go UP at the deadend after opening the trapdoor with OPEN/PUSH TRAPDOOR. You are now back in the upper level. Go NORTH then EAST to the oak door. Unlock it and open it. There is no point in going on through it, except that it will allow you to recognize the room from the other side when you enter it again later in another way. Proceed back to the earth barrier and DIG BARRIER USING SPADE to get through. This a good time to take a comfort break. Get up and stretch, use the toilet, have a drink, and smoke 'em if you got 'em' as we used to say in the Navy.



The third stage involves getting all the other objects that you will need. West past the barrier is a room containing an elevator, a lever on the wall, and various objects. You will need all of these except possibly the battery, although your torch could die out at the wrong time. The lever works the stone slab blocking the upper level tunnel. PULL LEVER opens it. PUSH LEVER closes it. PULL LEVER to open. Now take the long trek EAST as far as possible, then NORTH as far as possible, then go WEST and SOUTH past the pothole. You will find that the cat will follow you as long as you are carrying the fish. You will pass the place that was blocked by the stone slab. Keep going SOUTH then EAST then NORTH to enter the room. The cat will protect you from the rats. In the room take the sword. The cloak is not essential, but it allows you to get into the room with the parchment when you are wearing it. Proceed back to the pothole, and go DOWN it again. Then EAST past the two rooms to the stone slab.

The final stage is to get the treasure and get out. This is most difficult. OPEN THE STONE SLAB and go NORTH. You can kill the pirate only by hitting him with the sword. Then go NORTH into the garden. You will have to take the gold ring. You will find that the donkey will follow you while you are carrying the carrots. The casket holds the treasure, as you will see when you OPEN CASKET. GO NORTH and you will be in the magic room. The jar of acid found here will be needed to defeat the statue in the garden. TAKE JAR/ACID. The best way to return to the garden is to use a little magic. ENTER PENTACLE. If you then FACE MIRROR you will get a clue that the large picture is not quite what it seems. A clue to this is given in the message at the bottom of the pothole. To 'de-magic' the picture you must be in the pentacle, wearing the ring. RUB RING will execute the magic. You can now return SOUTH. In the garden THROW ACID to freeze the statue. You may now take the casket in safety. Return to the room that has the elevator by going NORTH, WEST etc. The donkey is used to haul you to the surface. The sequence is HARNESS DONKEY, ENTER ELEVATOR, THROW CARROTS. You can now escape free.

'Believe not all yer eye do see  
for magic spells will muddle ee,  
To them as wants Old Blackies treasure chest I say,  
Stand ee in the middle and look the other way.'

This is one of three solutions to Smuggler's Cove.